

work with Boucharde
very closely on this

March 1951

shots of all events

WOODSMAN'S WEEKEND

Sponsored by the

Dartmouth Outing Club
Hanover, New Hampshire

June Issue

Get winners if
Possible

Get list of entries -

Get all names for
Photographs -

LIST OF EVENTS AND RULES

Saturday:

EVENT I. (A) Felling: Each team may enter one or two men from the team of six, their names submitted in advance of the competition to the recorders for this division of Event I. At axe marks approximately 18 inches above the ground, the contestant(s) will chop through poplar logs which have been placed vertically in the ground. If two men enter this section of Event I they have the option of chopping in relay or alternately. The logs must be allowed to fall freely without guidance from any entrant. The twitchers will stand behind a line 25 feet back of the choppers.

(B) Twitching: (log skidding) Each team will enter the four (or five) men who did not compete in "FELLING" in this division of Event I. As soon as the logs hit the ground (not before) the four (or five) men who have been standing by may secure the 30 feet of rope, which has been coiled down previous to the start of the event, to the log. Not until the team's log hits the ground may the rope be handled in any manner. When the rope has been made fast, the four (or five) men will skid the log a distance of 100 feet to a finish line suitably marked. Carrying of the logs is prohibited; they must be dragged by the rope to the finish line.

Timing for this event will run from the firing of the gun until the forward portion of the log has crossed the finish line.

EVENT II.

Cross-cut Sawing: Before this event each team will place upon the horses the log which it used in Event I. The logs may be secured to the horses by the Twitching rope. Each team will make three cuts at axe marks four feet apart on the skid logs, each entry of two men making one cut apiece and no entry making more than one cut. The first entry may cut at any of the three marks. Subsequent cuts may be made on either of the two remaining marks. Members of the team other than those actually cutting may not steady or brace the logs. Only one cross-cut saw may be used in this event.

Timing for this event will run from the firing of the gun until the last saw is through the last mark.

EVENT III.

Shot
Pulp Throwing: This event consists of throwing 4 foot billets of seasoned pulpwood 16 feet, where, in order to qualify, they must land and stay between 2 stakes set 4 feet apart. Number 1 man will throw 3 billets, one at a time, his feet not crossing the line drawn between the stakes on any throw. Number 2 man, standing at the stakes 16 feet from number 1 man, will retrieve the 3 billets and throw them back toward the stakes at number 1 man's position. When the three billets have once again landed, number 3 man will similarly retrieve them, and will throw them to the number 4 man, and so on. All billets will be thrown by hand. The four billets used by all teams will be selected by lot from an assortment of several.

Timing for this event will be counted from the firing of the starter's gun until the 36th qualifying billet has landed. If, in the course of the relay, some billets fail to qualify, it will be necessary for that team to repeat in the relay order until the 36th qualifying billet lands.

EVENT IV.

Shot
Buck Sawing: Each team will enter its six men in this event. Two cuts will be made on each of three of the 4 billets from event II. The butt log must be used. Number 1 man will make the first cut on one of the 4 foot pulp logs while number 2 man holds the log. Number 2 man will then make a second cut on the same log, while number 3 man holds. Number 4 man will then place the second log upon the horse, holding it while number three man makes the first cut upon it, and so on. (Number 1 man will hold the log for number six's cut.) LOGS SAWED IN THIS EVENT MUST BE USED IN THE SPLITTING EVENT; NO FURTHER CUTTING OF THE LOGS IS PERMITTED.

Timing for this event will be from the firing of the starter's gun until the sixth cut has been completed.

EVENT V.

Shot
Splitting: Each team will enter three men. They will each quarter split (each quarter being a cut the full length of the block) four pieces of wood from event IV. The pieces from the butt log must be used. The second man will split after the first man has finished, the third man beginning after the second man has finished.

Timing for this event will be from the firing of the starter's gun until the third man has quarter-split his fourth piece of wood.

EVENT VI.

Chopping: The men who have entered event V are not eligible for chopping. Each competitor will chop through one 10-inch log which has been properly secured prior to the event. The second man may not begin his cut until the first man is completely through and similarly the third man must not begin until the second man is finished.

EVENT VII.

Shot
Fire Building: In this event each team will have three entries of two men each. Tinder (a bundle of birch bark), two matches, and a number ten can of soapy water will be allotted to each team before the firing of the starter's gun. The fuel will consist of two blocks of wood for each entry chosen from a selection of five different species; pine, spruce, birch, maple, and poplar. The two blocks must be of different kinds of wood and will be cut up before the timing of the event begins. Each entry must prepare its own fuel. All blocks of a single kind of wood will be of approximately equal size and quality. A forked stick and a straight green sapling will have been set up at the location of each fire before the start of the event. On the starting signal contestants will build any type fire that they wish. As soon as the soapy water boils over, the second entry of each team will start its fire, and when the water of this entry boils over the third entry will begin its fire. No preparation other than the allocation of the above materials will be permitted prior to the starting signal. If more than two matches are needed to start a given fire, they may be obtained, one at a time, from a checker stationed at some distance from the fires. Such matches may be obtained only after the first two matches have been used in attempting to start a fire.

Timing of this event will run from the starter's gun until the third entry's water has boiled over.

EVENT VIII.

Shot
Packboard Race (Relay): Numbers 1, 3, and 5 men will be at the starting line (which is also the finish). Numbers 2, 4, and 6 will be 100 yards distant. Number 1 man, upon the firing of the gun, will secure to the packboard a 50 lb. bag of sand, one blanket, and one frying pan. He will then run to the number 2 man and put the pack on the ground. The number 2 man will take the packboard and race to the number 3 man, etc., until the sixth man finishes at the starting line. All items must be secured to the packboard at all times: items dangling or fallen must be resecured to the packboard. No items are to be carried except on the packboard.

Timing of this event will run from the firing of the starter's gun until the sixth man has crossed the finish line.

EVENT IX.

Shot
One-Man Portage Race: Each team will enter two men. From the starting line, 50 yards from the water, the number 1 man will put an empty packboard on his back and carry the canoe to the water, launch it, put his pack in the bottom (packboard must be removed from the back before any paddling is done), and race to the turn buoy and return to the finish line. The canoe itself must be turned at the buoy. The competitor

may not reverse his position in the canoe. Number 2 man will do likewise in his turn. The use of two paddles is optional, but yokes may not be used. The team time for this event will be the total of the two individual times.

EVENT X.

shot

Two-man Canoe Race with Obstacles: Each team will have 2 entries of 2 men each and will race from starting buoys through various gates (similar to slalom) and return to the starting line. The team time will be the total of the two entry times.

EVENT XI.

shot

One-Man Canoe Race with Obstacles: Each team will enter the two men who did not compete in event X, who will race singly from the starting buoys, on the same course as event X, and return to the starting line. The team time will be the total of the two individual times.

Timing for Events IX, X, and XI in computing individual scores will be from the firing of the starter's gun until the entry has crossed the finish line. In each case, as noted, the team score will be the sum of the two individual scores.

shot

Fly and Plug Casting: (General) Fly rods may not be over 9 feet long, but any type reel may be used. Line may not be heavier than a "C", hook no larger than a #6, leader no less than 2 feet, and no splice in the line less than 70 feet from the leader. Bait casting rods may not be longer than $5\frac{1}{2}$ feet, but any reel (except spinning reels) and regular casting line may be used. The committee will supply each entry with leader; a hookless fly tied on a no. 6 hook shank, and a $\frac{5}{8}$ ounce plug. In all fly casting events each contestant will be allowed only three false casts at the starting line: there will be no practicing at the starting line. If fly or plug touches the ground on any of the three false casts, the cast will be disqualified.

EVENT XII. (A)

shot

Bait Casting for Accuracy: Each team will enter three men who will each have three casts at targets four feet in diameter placed 40 feet, 50 feet, and 60 feet from the caster. There will be nine casts in all for each contestant.

(B)

shot

Bait Casting for Distance: Each team will enter the three men who did not compete in event XII (a). Each entrant will have three casts for distance, the longest of which will be counted. The team score will be the total of each of the three men's longest casts.

SHOT
EVENT XIII. (A) Fly Casting for Accuracy: Each team will enter the three men who did not compete in event XII (A). Each entrant will have three casts at targets four feet in diameter placed at distances of 30 feet, 40 feet, and 50 feet from the caster. There will be nine casts in all for each contestant in this event. The scoring will be 3 points for the first cast, 2 points for the second cast, 1 point for the third cast at each distance.

SHOT
(B) Fly Casting for Distance: Each team will enter the three men who competed in event XII (A). Each entrant will have as many casts for distance as he can make in three minutes, the longest of which will be counted. The team score will be the total of each of the three men's longest casts.

GENERAL RULES:

1. Each competing team must have 6 men.
2. Axes (not including handle) must not exceed 5 pounds in weight.
3. There will be a meeting of the team captains to review the rules before the starting of each event.
4. There will be no assistance by spectators or team members not actually engaged in the event at hand.
5. Scoring. In each event the best time or distance will receive 100 points. Other times or distances will receive points inversely proportional to the best time or directly proportional to the best distance. Possible perfect score for the meet will be 1400.

Disqualification: If a team is disqualified in a certain event it will receive no points for that event. Disqualification will be determined by the coaches and captains of the competing teams and the Woodsman's Weekend Committee.

Additional Information:

1. All equipment for competition will be supplied by the D.O.C. except axes, saws, packboards, and fly and bait casting rods and line. Each man is expected to use the axes and saws with which he has practiced, as well as the packboard and fish rods to which he is accustomed. Styles of equipment are not limited except where specified in the rules.
2. All races and events will be started by the firing of a gun.
3. All contestants will check in at the information desk at the D.O.C. office in Robinson Hall upon arrival in Hanover. All competitors must be checked in by Friday night as competition will start promptly at 8:30 A.M. Saturday.
4. BIVOUAC. Teams will pitch camp in a designated area, cooking their own meals. Plan on a feed put on by the D.O.C. on Saturday night.
5. The winning team will receive a trophy cup which will be engraved with the winning team's name and which that team will retain until the next annual competition. This cup is the gift of Ernest Quillian Brazel, Dartmouth '47.
6. The meet is expected to be over by noon, Sunday.
7. Events will not necessarily be run in the order listed in the rules.
8. If there is time we will throw in a non-scored surprise event. The D.O.C. team will not be tipped off about the nature of this extra.

Registration
Picture

Pictures &
Bivouac

Presentation
Picture